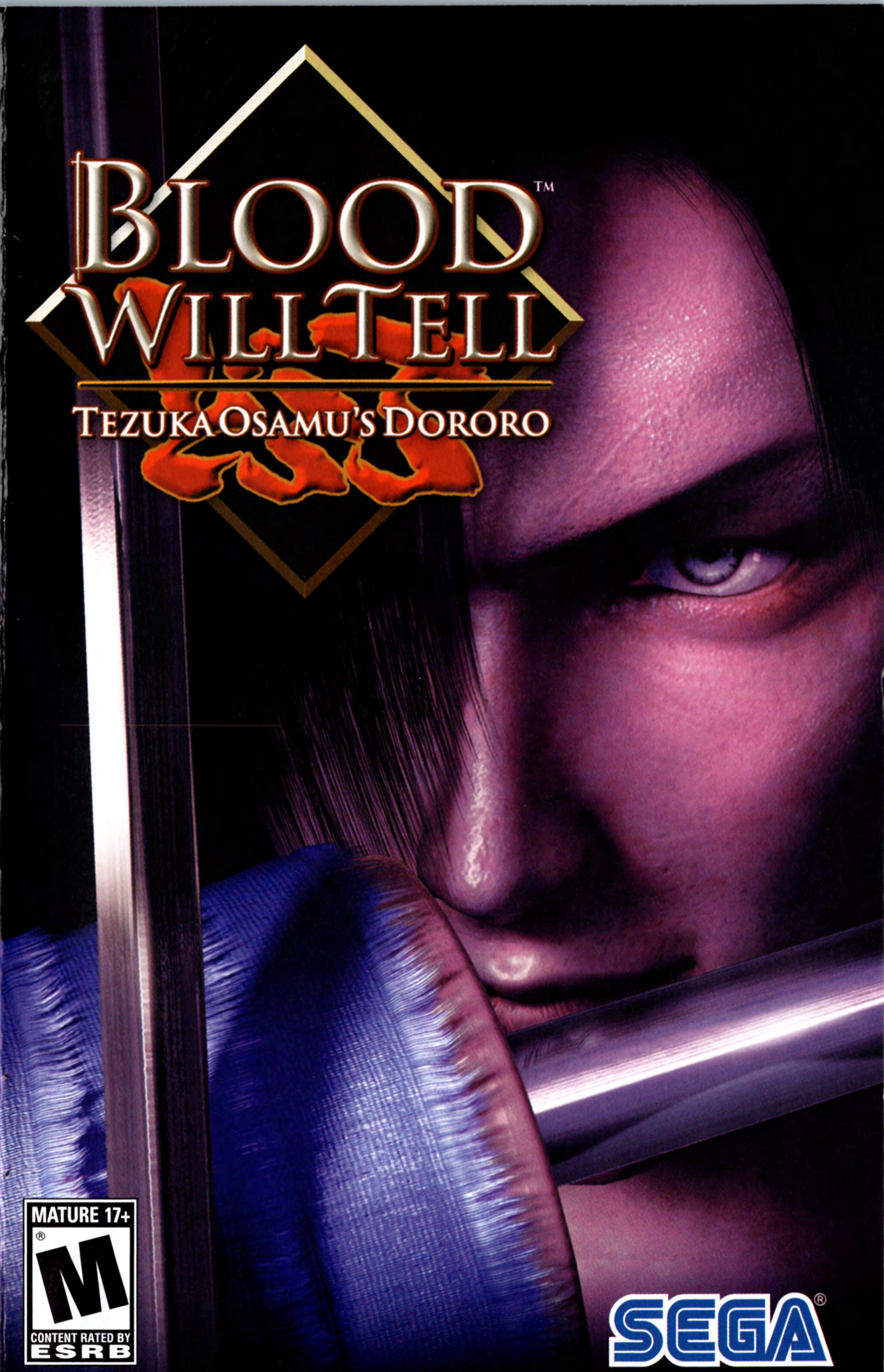
BLOOD WILL TELL™

TEZUKA OSAMU'S DORORO



MATURE 17+

CONTENT RATED BY ESRB

SEGA®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Blood Will Tell™ for PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you play.

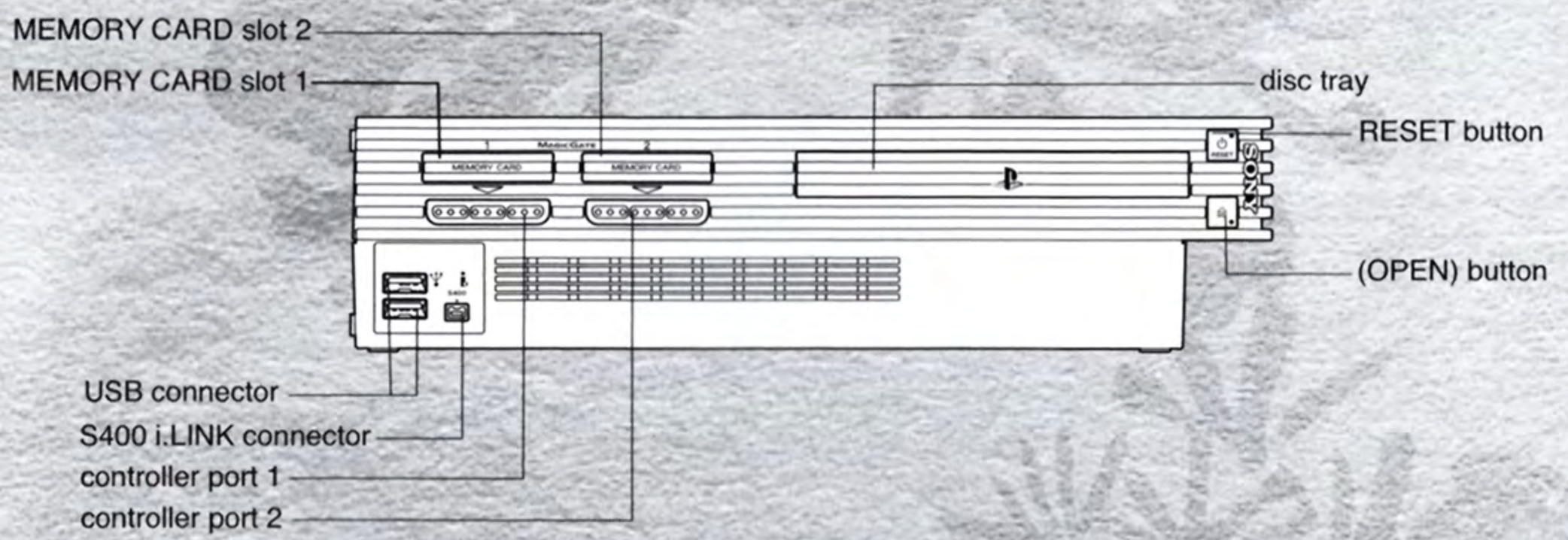
BLOOD WILL TELL™

TEZUKA OSAMU'S DORORO

◆ CONTENTS ◆

GETTING STARTED 2
CONTROLLER 3
STORY 4
BASIC CONTROLS 6
MODE SELECTION 8
STORY MODE 9
THE FIENDS 20
ENCYLOPEDIA / MOVIES 24
OPTIONS 25
CREDITS 26

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Blood Will Tell™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

◆ MONOCHROMATIC GAME SCREEN ◆

NOTICE: This game features an unique monochromatic presentation during the opening stages of the Story Mode. The screen will be displayed in full color once you successfully recover one of Hyakkimaru's eyes.

Memory Card (8MB) (for PlayStation®2)

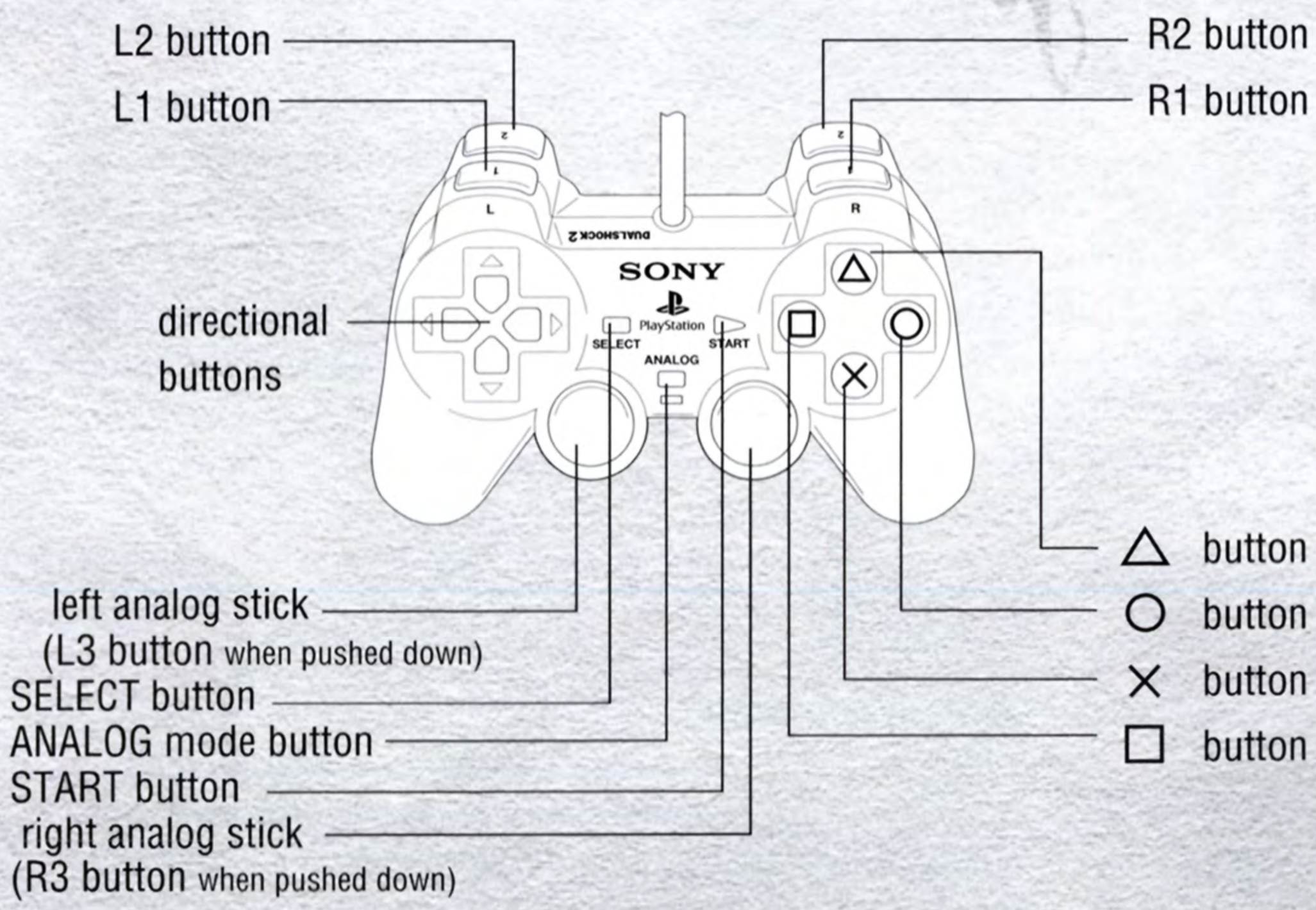
Blood Will Tell™ is a memory card (8MB) (for PlayStation®2) compatible game. Please insert the memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before you turn ON the game. A minimum of 620KB of free space is required to create a save file, and a maximum of three different data files can be saved per memory card (8MB) (for PlayStation®2). Do not switch the power to OFF or remove the memory card (8MB) (for PlayStation®2) while saving the game.

Select LOAD GAME from the Title screen or Select Mode screen to load previously saved files on your memory card (8MB) (for PlayStation®2). If you have no previous record, select NEW GAME and save your game through the Pause Menu screen (P. 18).

CONTROLLER

This game is a one to two player game compatible with both the DUALSHOCK®2 and DUALSHOCK analog controllers. Connect the analog controller to controller ports 1 and 2 for two players respectively.

DUALSHOCK®2 Analog Controller Configurations



- **Controls are all set in ANALOG mode (mode indicator: ON) and cannot be switched to digital mode by using the ANALOG mode buton.**

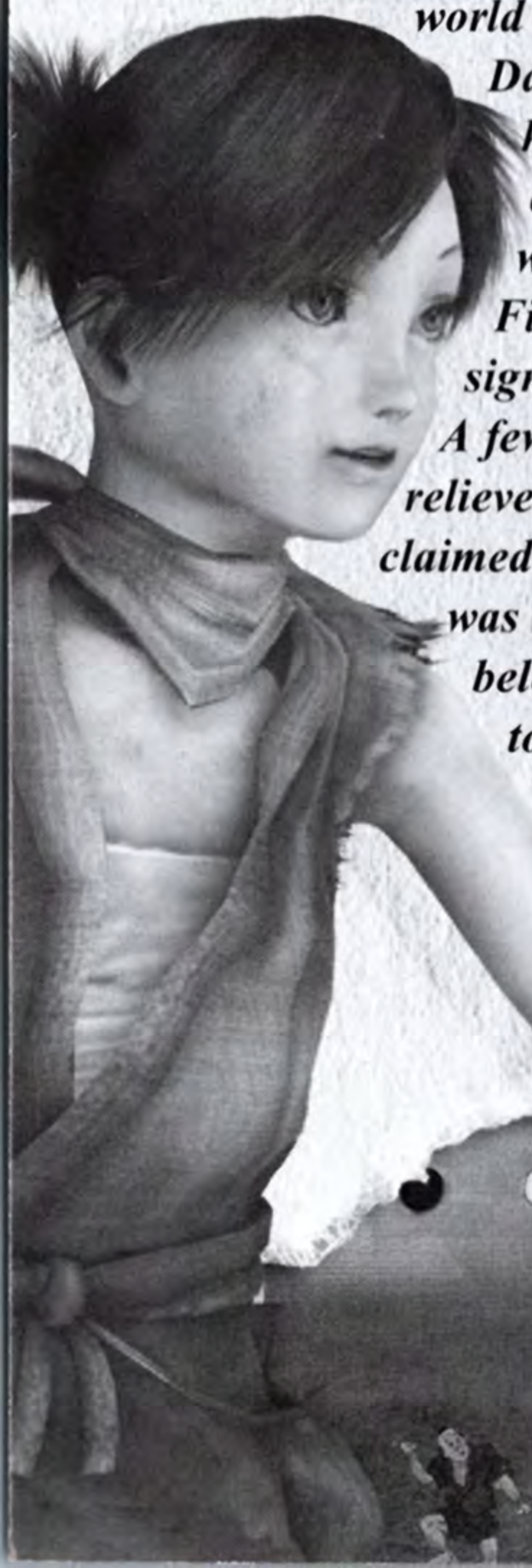
- **This game supports the vibration function of the analog controller. This can be activated/deactivated from the Options – Controller Config. (P.25).**

- **This manual assumes the button configuration is set up in the default setting – Type A (P.25).**

STORY

Despair, anger, lust, and countless deaths – the world was ravaged by endless war. The people cried out with despair, in hopes that they would be delivered from the darkness. Little did they know, a group of vile demons known as "Fiends" fed on their fear and hatred, fueling the war for many years. The gods of the heavens could no longer bear to witness the troubled times and decided to deliver a human child of light that could end the dark rule of the Fiends. The Fiends who heard the divine plan decided to approach Daigo Kagemitsu, a local samurai and the father to the child of light.

Daigo received a vision that he would be given the power to bring order to this chaotic world. Though he was a simple man who desired neither power nor riches, for the sake of his child, the future father was determined to bring peace to the world with his own hands.

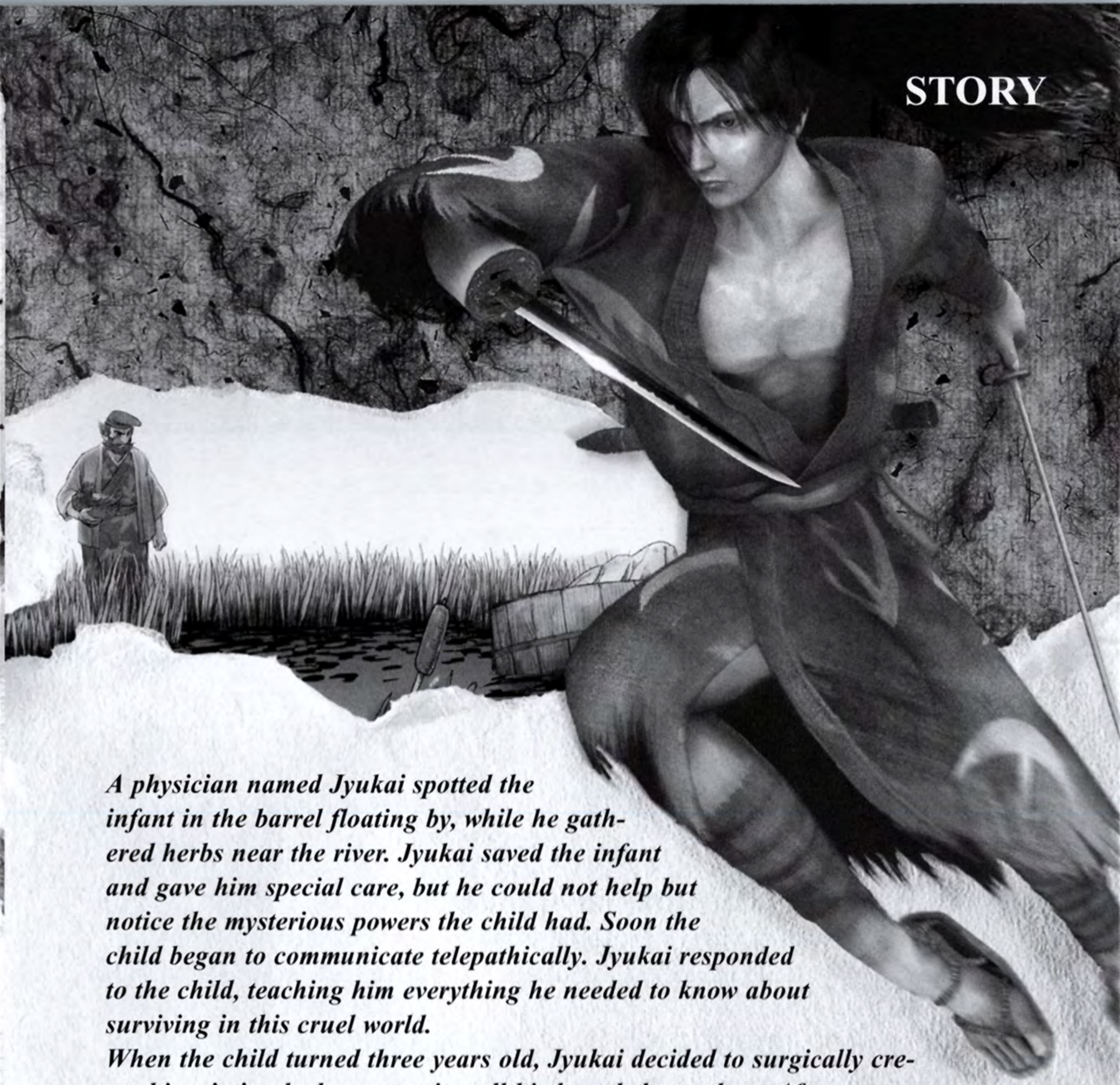


Daigo approached the Gates of Hell, just as the vision told him, however it was the 48 Fiends and not the gods of light whom awaited his visit. He was told that the price for his absolute power would be his first-born child. Terrorized by the presence of the Fiends, Daigo's reason and judgment failed him, and he obeyed, signing their evil contract.

A few days later, Daigo's child was born. Daigo was overjoyed and relieved to actually see the birth of his child who he thought would be claimed by the 48 Fiends. But the next thing he knew, the newborn boy was suddenly surrounded by dark shadows. "The body of your son now belongs to the 48 Fiends. As promised, you shall be granted the power to bring order to this pitiful world."

- 48 parts of the infant's body were then stolen by the Fiends.

Daigo cried out with anguish, but he knew what he had to do. His wife desperately tried to stop Daigo, but he shrugged her off and headed towards the river with his infant in his arms.



A physician named Jyukai spotted the infant in the barrel floating by, while he gathered herbs near the river. Jyukai saved the infant and gave him special care, but he could not help but notice the mysterious powers the child had. Soon the child began to communicate telepathically. Jyukai responded to the child, teaching him everything he needed to know about surviving in this cruel world.

When the child turned three years old, Jyukai decided to surgically create his missing body parts using all his knowledge and art. After many hours of hard labor, the child was blessed with a complete body and Jyukai named him Hyakkimaru.

As Hyakkimaru grew older, strange demons began to appear before him. When Hyakkimaru turned eighteen, he received a message from the heavens relaying the truth behind his birth, the 48 Fiends who took his body parts, and the mission to restore his body by slaying the Fiends.

Hyakkimaru accepted his fate and vowed to defeat the Fiends. And so, Jyukai performed a final operation to equip him with various weapons. Jyukai felt this was the least he could offer to his beloved child, Hyakkimaru.

And so began the quest of Hyakkimaru ...

BASIC CONTROLS

The following are the in-game controls for the Story Mode. The control settings can be rearranged from CONTROLLER SETTINGS (Options P. 25). Refer to P. 16 for controls for Player 2 who can assist Hyakkimaru by playing the role of Dororo.

DEFAULT SETTINGS

L2 button

Change Attack Mode (P.11)

L1 button

Center Camera

***Default position**

directional buttons

Select Menu Item

left analog stick

Move Hyakkimaru or Dororo
Aim Leg Cannon

L3 button

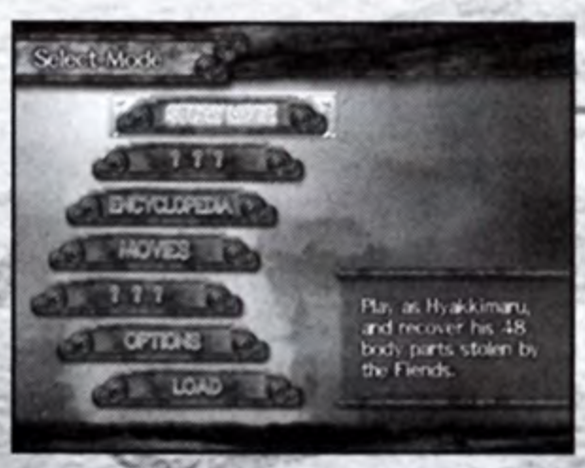
Dash

***Click analog stick**

***Dash is available once the left leg is recovered**

ANALOG mode button

***Only be defined as ANALOG mode**



MENU SCREENS

Use the directional buttons/left analog stick to highlight the menu item and press ⊗ button to confirm and △ button to cancel/return for all menu screens in this game.

BASIC CONTROLS

▣ & △ button

Spirit Attack (P.14)

***Press both buttons simultaneously once the Spirit Gauge is loaded. The gauge flashes when the attack is available.**

START button

Pause Menu
Resume Game
Skip Movie

R2 button

Ready Leg Cannon

***Hold down to call out target**

R1 button

Fire Arm Cannon

***Hold down to rapid fire**

△ button

Heavy Attack / Slice Attack (P.13)

***Hold down and release**

◎ button

Command Dororo (P.15)

***Only during one-player game**

⊗ button

Jump
Double Jump

***Press twice to perform Double Jump**

▣ button

Light Attack

R3 button

Boss Camera - toggle ON/OFF (P.22)

***Click analog stick when battling Fiends**

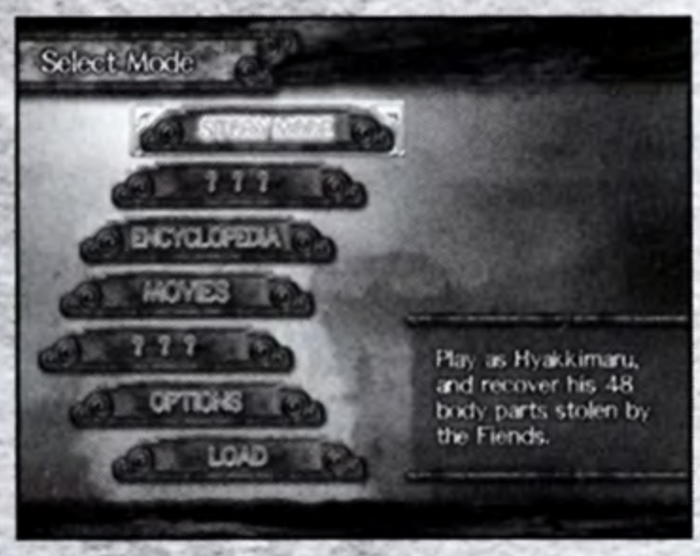
right analog stick

Control Camera Angle

***Used only when the camera angle is free**

MODE SELECTION

Select from the available modes by using the directional buttons/left analog stick to highlight the mode and press ⊗ button to enter.
Secret menu items [???] are unlocked once you clear the given requirements in Story Mode.



◆ STORY MODE (P. 9)

Enter the main game mode and play the role of Hyakkimaru who is on a mission to restore his stolen body parts. The game supports simultaneous play between two players for the majority of this mode.

◆ ENCYCLOPEDIA (P. 24)

Look up and learn more about the demons and Fiends you have defeated during your game.

◆ MOVIES (P. 24)

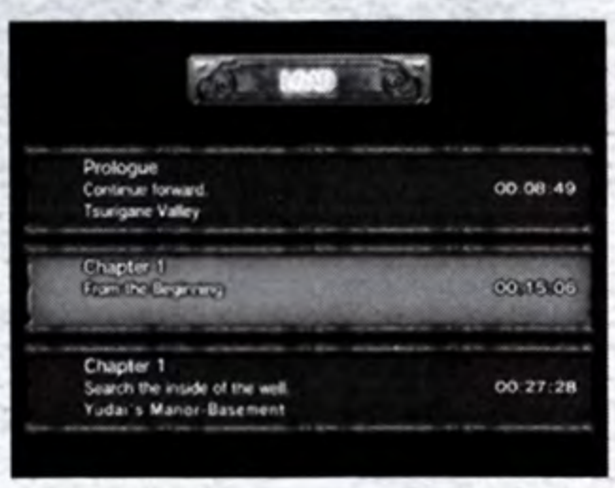
Replay any of the movie scenes previously viewed during your game.

◆ OPTIONS (P. 24)

Change or confirm various game settings.

◆ LOAD

Load your previously saved game on your memory card (8MB) (for PlayStation®2). Manually load a saved file from your memory card (8MB) (for PlayStation®2) each time you need to access other game data. Once your game data is loaded, select STORY MODE from the Main Menu to continue your game.



STORY MODE

The first time you play Story Mode, the game will automatically start from the Tutorial and Prologue. Hyakkimaru must confront oncoming demons to gain and upgrade weapons. As he finds and defeats more Fiends, his power will increase.

GAME FEATURES

1. MOVIE SCENES

Most chapters start with a movie to establish the story of the game, but some chapters will take you straight into battle to advance the stories.

2. MAIN BATTLE

The main battlefield is where most of the action takes place. This portion can be played with two players when both Hyakkimaru and Dororo are together on the field. Player 2 will take control of Dororo and support Player 1 (Hyakkimaru).

3. SPECIAL EVENTS

Special events of the chapter features unique battle conditions, such as Hyakki's Non-Lethal Battle and Dororo's solo events. Make sure to check the rules and objectives of each event.

4. FIENDS

Defeat Fiends to restore Hyakki's body parts. There will be multiple Fiends in each chapter and the chapter is cleared when the final boss is defeated.

◆ GAME OVER ◆

The game is over when Hyakkimaru's Health Gauge drops to zero or Dororo fails to complete his events. Once the Game Over screen is displayed, the game will return to the Main Menu. Enter the Story Mode once again to retry from where you made your last Save (P.19).

GAME DISPLAY

❶ Health Gauge - Hyakkimaru & Revival Counter (Top)
Light(s) above the Health Gauge represent the number of available revival(s)

❷ Spirit Gauge
Charge to perform the Spirit Attack

❸ Leg & Arm Cannon Ammo
Arm Cannon (right) displayed only during Arm Blade Mode

❹ Sword/Arm Blade Level Icon
Current Level of Hyakki's weapon
*Displayed when mode is changed

❺ Camera Icon
Camera status: free / fixed /
Boss Camera - toggle

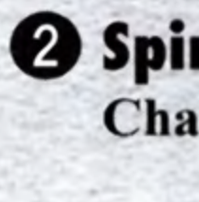
❻ Map
Green: Hyakkimaru's Position
Blue: Dororo's Position
Red: Demons' Positions
Flashing: Destination

❼ Health Gauge - Dororo

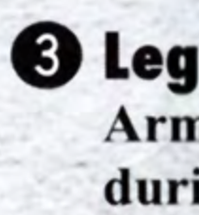
❽ Dororo Command Icon
Assigned Command for Dororo

❾ Items Collected - Dororo
All Items Dororo currently holds
*See below Items

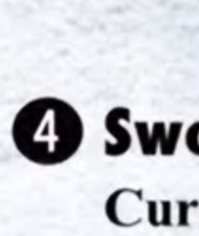
ITEMS



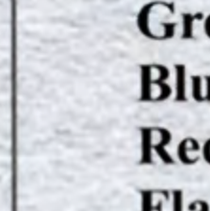
Rice Ball (size varies)
Recharges Health Gauge



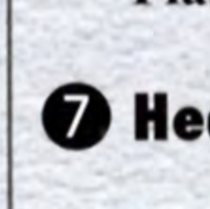
Candle (red & blue)
Recharges Hyakki Gauge



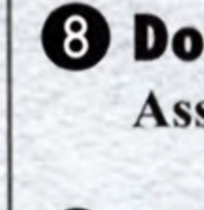
Gourd (red, blue, gold)
Limited Power-ups



Bullets - Arm Cannon
Reloads 10 / 20 / 30 shots



Cannons – Leg Cannon
Reloads one shot



Jyukai's Medicine
Collect 100 to revive Hyakki when he dies

HYAKKI IN ACTION

The following are the basic moves and attacks Hyakkimaru will perform to confront the demons and Fiends who stand in his way.

Jump ... ⊗ button

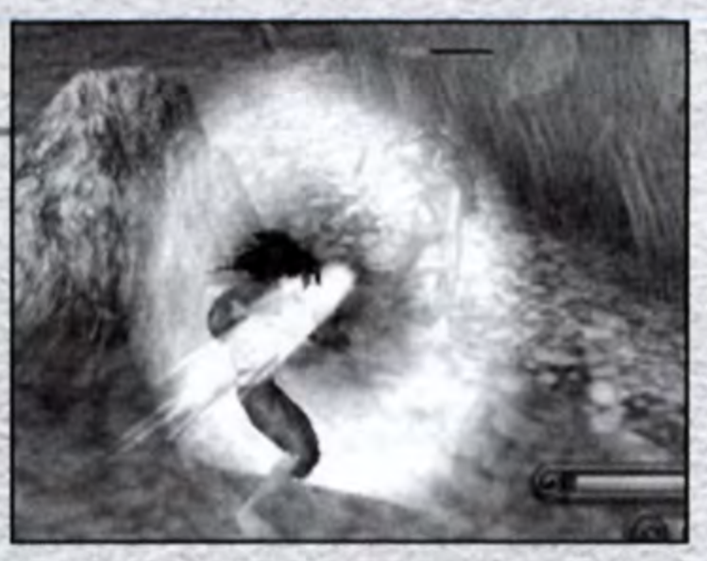
Use ⊗ button to jump and reach higher grounds. Press ⊗ button again during a jump (in mid air) to perform a Double Jump. A jump combined with attack actions will trigger a variety of combination moves.

Light Attack ... ▣ button

Use ▣ button to attack your enemies with your sword. For an immediate response, use this basic attack to effectively take out the demons.

Heavy / Slice Attack ... △ button

Hold down and release the △ button to unleash the Slice Attack (P.13). Note that Hyakkimaru is vulnerable to enemy attacks even during the Slice Mode.



Combo Attack ... ▣ & △ buttons in sequence

Use strings of ▣ and △ buttons to trigger Combo Attacks. Check all of your Combos from the Pause Menu – Combo (P.19) screen.

Change Attack Mode
Arm Blade / Sword ... L2 button

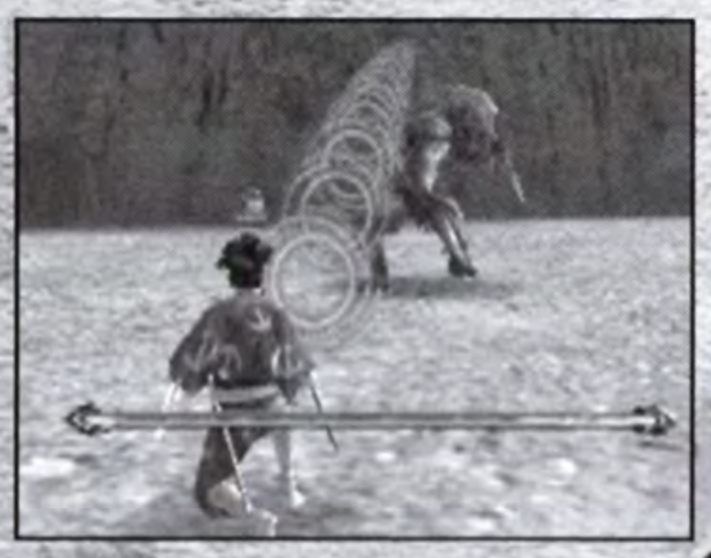
Use L2 button to switch Hyakki's Attack Mode. Arm Blade Mode (Top) allows fast close-combat moves, while Sword Mode (Bottom) is provides a powerful cut in your offense. The power of the Arm Blade is based on Hyakki's Level of each arm (see Pause Menu – Equipment (P.18) for each arm's point guage) which increases by using the Arm Blade, as well as defeating a Fiend. The power of the sword is based on the Level of sword equipped to Hyakkimaru.

STORY MODE

Arm Cannon ... R1 button

Use R1 button to fire the machine-gun when Hyakki is fighting in Arm Blade Mode. The rapid fire is useful to attack demons that are just out of reach. A maximum of 120 bullets can be held in your inventory.

Leg Cannon ... R2 button



Hold down (and keep holding) R2 button to prepare the cannon. Use the left analog stick to aim with the sight, and press △ or □ button to fire the missile. A maximum of five shots can be held in your inventory.

Strafe ... L1 button & left analog stick

Hold down (keep holding) L1 button to square off in the direction Hyakkimaru is currently facing and travel any direction. This move is useful when you want to avoid turning your back on a particular enemy.

Dodge ...Strafe + ⊗ button

Use the Dodge to quickly avoid or approach the enemies. Square off and move left or right (hold down L1 and ← or →) then use the ⊗ button to shuffle. Hyakki can also roll forward or flip back by simply traveling forward or backward while strafing and using the ⊗ button.

Quick Recover ...Rapidly tap / Use left analog stick

Rapidly tap on any buttons and/or keep moving your left analog stick to quickly recover from a knockdown or freeze attack. Once Hyakki regains a certain body part, he can also recover when he is blown out in mid air, landing on his feet by rapidly tapping any buttons (before he lands).

Dash ...L3 button

Hyakki will be able to dash when he recovers his left leg. Click on the left analog stick (L3 button) to start your dash. Use this action when you need to quickly maneuver around your enemies or when you need to hurry to your next destination.

SLICE ATTACK

Once you enter the Slice Attack Mode, check the Command Gauge (see below) and input the buttons in the order they appear to finish your attacks within the given time. You are rewarded with weapons and items when the attack is finished. Note that the Slice Attack cannot be used against any of the 48 Fiends or during the Non-Lethal Battles.

◆ ATTACK FLOW

Hold down △ button to charge and then release to unleash the attack on the demon.

The demon will be paralyzed after the initial hit, then the Slice Mode will commence.

When the demon is defeated (their Health Gauge is depleted), press △ button to finish your attack.

A cut scene of your Slice Attack will be displayed when you successfully complete the attack.

Item(s) will be rewarded each time you complete a Slice Attack. Check the Encyclopedia – Demons (P.24) to view all of the Items the demon may drop.

Slice Attack will end unsuccessfully when you miss a command, time runs out, or if you are interrupted (attacked) by surrounding demons.

◆ SLICE MODE SCREEN

Slice Counter

Number of Slices converted - the more you slice, the better Items you can get!

Command Gauge

Command (buttons) for the next four attacks are highlighted and displayed on your gauge.

SPIRIT GAUGE / SCROLLS

SPIRIT SCROLL

Collect Spirit Scrolls in every Chapter to perform different Spirit Attacks. Hyakki's Spirit Attacks can be changed from the Pause Menu – Equipment (P.18).

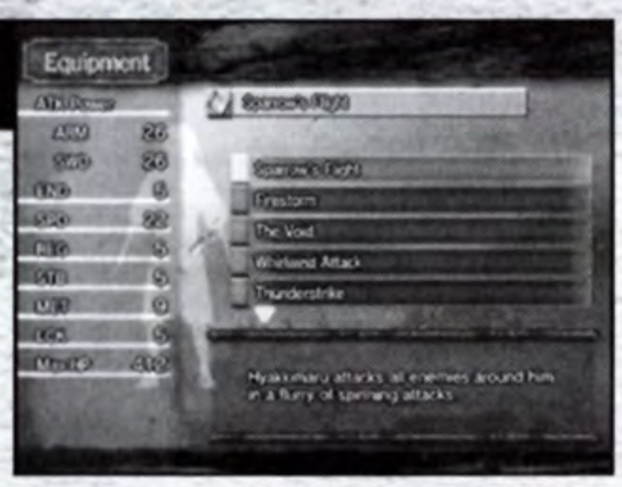
SPIRIT GAUGE

The Spirit Gauge is displayed just below Hyakkimaru's Health Gauge (top left of your screen). This gauge must be fully loaded to trigger the Spirit Attack.

Press both ▣ and △ simultaneously to unleash the Spirit Attack when the Spirit Gauge is full and illuminated. Hyakkimaru will use an unique attack and become invulnerable for the duration of his Spirit Attack.

1. SELECT SCROLL

Enter the Pause Menu and select Equipment. Highlight the Spirit Attack (below the Sword) and press ⊗ button – select a scroll (Spirit Attack) from the list and return to your battle.



2. SPIRIT GAUGE

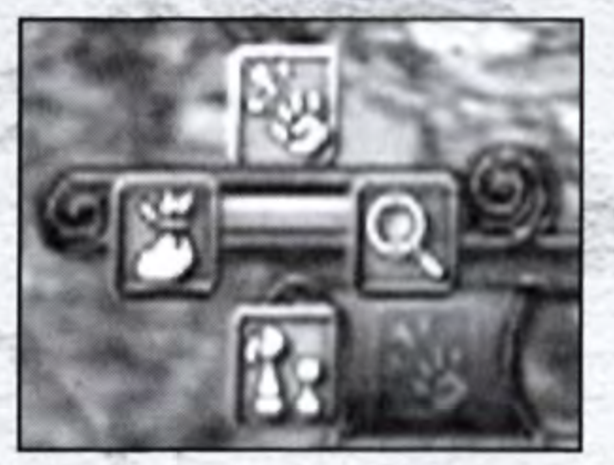
The Spirit Gauge will increase every time Hyakkimaru attacks a demon (except during Slice Attacks) or when he is attacked by an enemy.

3. SPIRIT ATTACK

In a tight situation, look straight to your Spirit Gauge to see if a Spirit Attack is available for use. When the gauge is full, unleash the attack (press both ▣ and △) and strike the demons with the attack (Spirit Scroll) you have selected.

DORORO COMMANDS

Take advantage of Dororo's (AI's) abilities to assist Hyakkimaru during a single player game. Use ◉ button to callout the four Command Icons (lower right of the screen) and select one of the icons (see below) with the left analog stick to control Dororo's activities.



◆ COMMAND ICONS

Search

Commands Dororo to search for features such as Items and hidden Fiends.

Attack

Commands Dororo to actively fight along with Hyakki.

Collect

Commands Dororo to collect Items and act defensively. To receive the collected Items, simply walk up to him.

Stand Close

Draw Dororo next to Hyakki. Once Dororo drops near Hyakki, the command automatically returns to your previous setting.

◆ DORORO'S REVIVAL ◆

As long as Hyakkimaru is alive, the AI Dororo will always be revived and return to the main battle when he perishes (Dororo's Health Gauge drops to zero). *All collected Items in Dororo's possession will be lost.

I'm the World Famous Thief, Dororo! You can tell me what to do in the Story Mode, but eventually, I'll get my own mode to do what I do best. Until then, I will stick around with Hyakki and keep him outta trouble.

DORORO CONTROLS

The following are the controls for Dororo (Player 2) during the battles in a two-player Story Mode game. The same controls also apply to Player 1 during any of Dororo's solo events (P.17).
Note: Player 2 cannot use the START button to pause the game.

BATTLE CONTROLS

MOVE DORORO	left analog stick
DASH	L3 button (click)
JUMP	⊗ button
DOUBLE JUMP	⊗ button (twice)
UPPER CUT	△ button
PUNCH / KICK COMBO	□ (or □ - □) button
JUMP KICK COMBO	□ - □ - △ button
DIVE COMBO	□ - □ - □ - △ button
THROW ITEM (near)	R1 button
THROW ITEM (far)	R2 button
DASH TO HYAKKI	○ button

◆ SITUATIONAL CONTROLS

Dororo's Special Attack (loud scream) is available when his Health Gauge is dangerously low. Press △ and □ simultaneously to use the attack to stun the surrounding demons on the field.

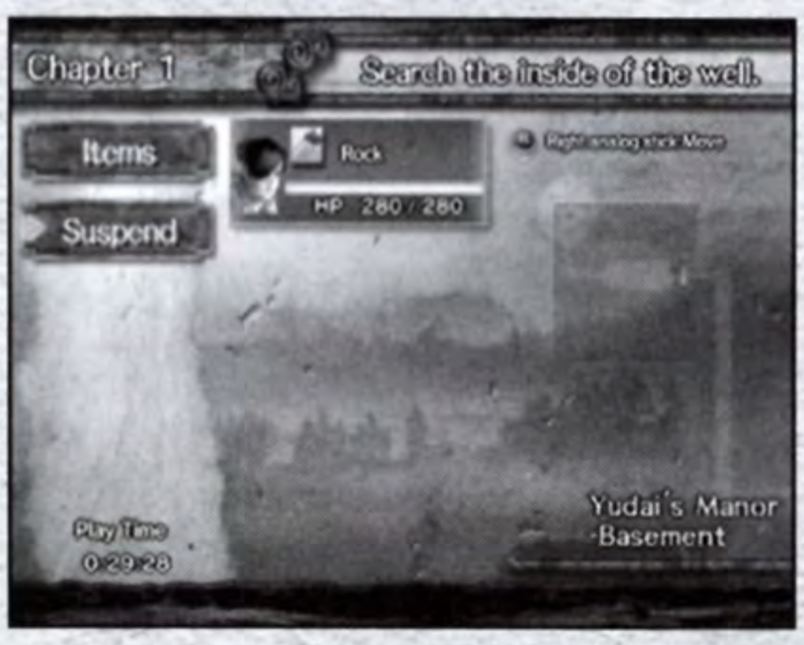
Dororo must move boxes, in order to solve some of Dororo's solo events (P.17). To move the box, position him behind the box and push it by using the left analog stick.

DORORO'S SOLO EVENTS

In every Chapter, there are a solo events where Dororo must explore on his own. In these events, Player 1 will take the role of Dororo using the Dororo Controls (P. 16) to complete the given objectives.

◆ PAUSE SCREEN

Press the START button during his events to access the Pause Screen.



ITEMS

Select a weapon (projectile item) or check the Items Dororo has collected.

QUIT / SAVE

Quit or Save your game. The game can only be saved while Dororo is standing on the Save Point (P.19).

*** Use the right analog stick to move/rotate the map**

NON-LETHAL BATTLES

Well-disciplined by his adopted father Jyukai, Hyakki is taught never to take another human's life. In a situation where he must confront other humans, a Non-Lethal Battle will begin. In this event, Hyakkimaru will only take down his enemies by hitting them with the blunt areas of his sword.

◆ CONDITIONS OF BATTLE

- **Hyakkimaru cannot switch to Arm Blade Mode.**
- **Dororo cannot join the battle.**
- **Attack your enemies from behind to give them major damage.**
- **The event is cleared when one or group of the enemies are defeated.**
- **The game is over when the Health Gauge is completely depleted.**

PAUSE MENU SCREEN

◆ MAIN SCREEN

Press the START button during the battle to pause the game and call the Pause Menu screen. Select one of the menu items to change/confirm each subject. The current power status (see below) of Hyakkimaru will appear when you enter the Equipment, Combo, or Body screen. To return to your game, press the START button.

POWER STATS

ATK (ATTACK) POWER ARM / SWD :	**Offense level of Hyakki (strength of ARM – Arm Blade / SWD – Sword)**
END (ENDURANCE) :	**Defense level of Hyakki (the higher the level, the less damage Hyakki takes)**
SPD (SPEED) :	**Agility of Hyakki (faster attacks and increase Combo options)**
REG (REGENERATION) :	**Increased Recovery level for Hyakki (quicker recovery when knocked down and ability to stock more Jyukai's Medicine)**
STB (STABILITY) :	**Consistency in Hyakki's overall performance**
MET (METABOLISM) :	**Improves Hyakkimaru's ability to heal (more healed per Rice Ball)**
LCK (LUCK) :	**Probability of earning valuable Items**
Max HP (HEALTH POINTS) :	**Maximum Health (Max. point – 999)**

◆ EQUIPMENT

Change or confirm the weapon status of Hyakkimaru. Use ⬆⬇ to highlight either the sword or scroll and press ⊗ button to open the list of items in possession. Confirm Hyakki's Attack Power and return to the Pause Menu.

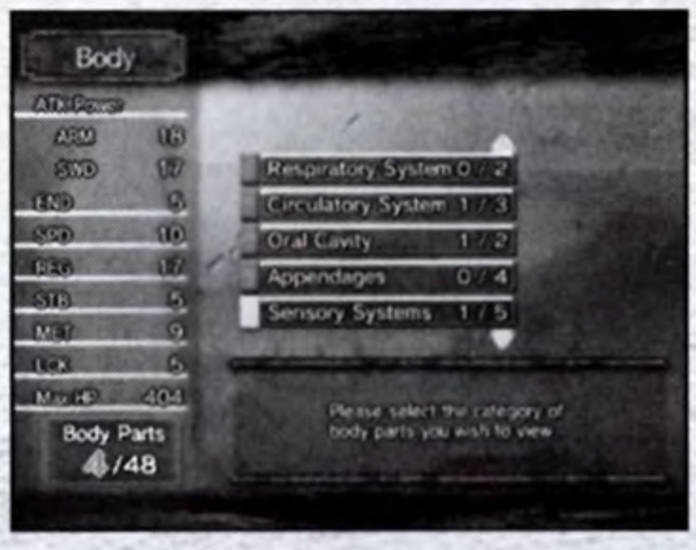
The Level and Attack Power (ARM) of the Left and Right Arm Blade will increase by slaying the demons and Fiends with the Arm Blade.

◆ COMBO

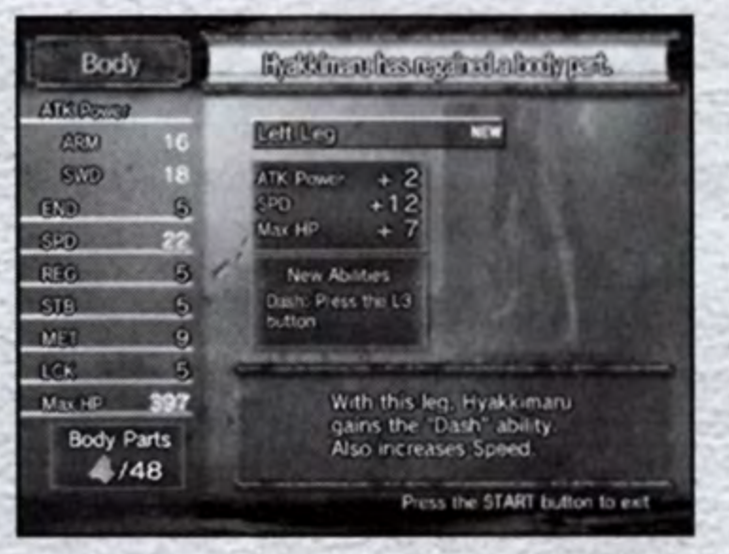
Confirm the button sequence for the Combination Attack of both Attack Modes. Use ⬆⬇ to highlight either ARM (Arm Blade) or SWD (Sword) to display the chart of respective modes.

◆ BODY

Confirm all of Hyakkimaru's regained body parts. Use ⬆⬇ to scroll through the list of body parts, grouped in 12 different anatomy systems. Descriptions of Hyakki's body parts and his current stats are also displayed.



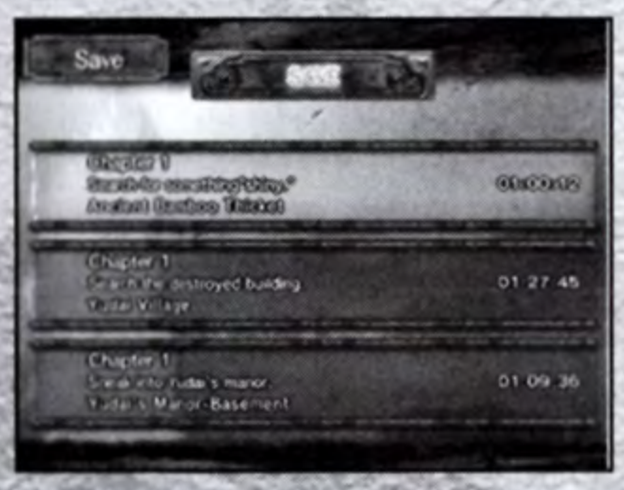
Hyakkimaru must regain his body parts from the Fiends to upgrade his abilities. Some body parts are harder to recover than others. Defeat all of the hidden Fiends and fully restore Hyakki's body.



◆ QUIT / SAVE

Quit your current game and return to the Main Menu. The Save option is available only when Hyakki is stationed on one of the Save Points found on the field.

SAVE POINT



SAVE MENU

*** When you quit your game in the middle of the chapter without saving your progress, all of the Items and body parts you gained since your last save will be lost.**

THE FIENDS

BOSS FIENDS

Here are the boss Fiends you will face in the beginning of the Story Mode. These Fiends must be defeated to advance to the next chapter.

GREAT HORN

Great Horn uses demons called the Carrion Beetles to spread poisonous air and torture humans for their souls. With its powerful claws, the Great Horn is capable of destroying large boulders or even splitting the ground open.

HOMUNCULUS

This Fiend nearly kidnapped Dororo. The Homunculus preys upon children because it is weak and can only bully someone inferior to itself.

LEVEL OF FIENDS

Every Fiend is ranked with a Level. If Hyakki's weapon levels are lower then the Fiend's - more hits are required to defeat the Fiend. It is critical to constantly upgrade your weapon settings and increase your Attack Power (P.18) to match-up with the Fiends.
***The Level of the Fiend will appear before each battle.**

OGRESS

This Fiend deceived the residents of Yudai Village for many years. The Ogress gives them money when the village is broke, and takes it away whenever it prospers.

SCOURGE

The Scourge has hundreds of tentacles to capture its prey. Although the Scourge is a huge Fiend, it is quite agile and dangerous.

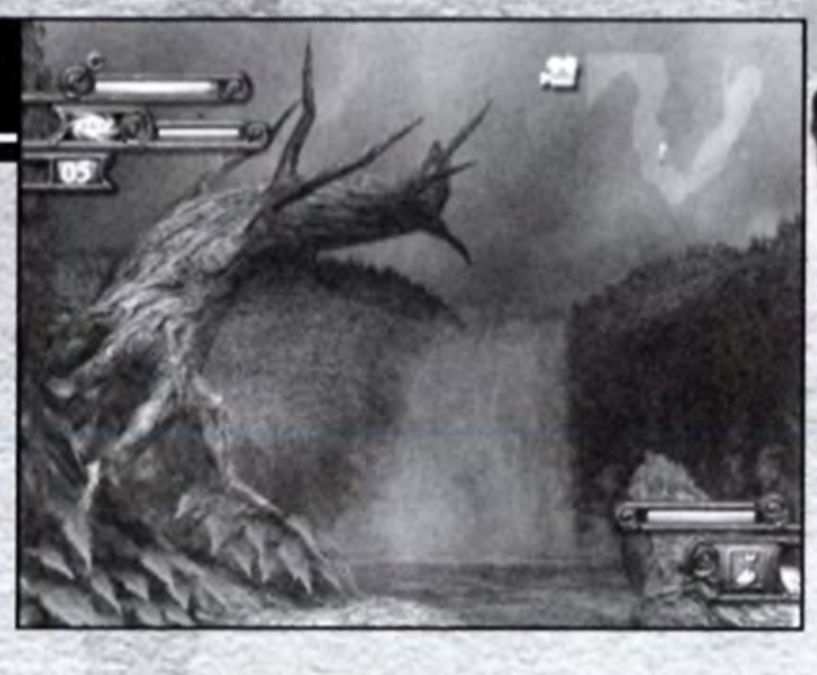
HIDDEN FIENDS

Some Fiends will require a little exploration on your own to find. Seeking out for unusual settings and objects on the field will often lead you to the hidden Fiends. Dororo can help you search the field by issuing a Search Command (P.15). Once you regain a certain part of Hyakkimaru's body, a text message, along with a controller vibration will also indicate whenever Hyakki enters a hotspot.

Here are some hints to find the hidden Fiends in Chapter 1. Also, whenever you replay a chapter that you have already cleared, the number of Fiends left in the area will be indicated as well as their exact location displayed on the Map (in a red dot).

◆ DREAMEATER

Look for a wide tree near one of the waterfalls at Sengoku Riverside and slash the tree to create a secret path.



Walk across the tree you knocked down which acts as a bridge, leading to a room behind the waterfall where the Dreameater awaits.

◆ INQUISITOR

Enter the area by the Shrine located next to Yudai's Manor, then search for the lantern that is glowing.

Destroy the illuminated stone lantern to summon the Inquisitor.

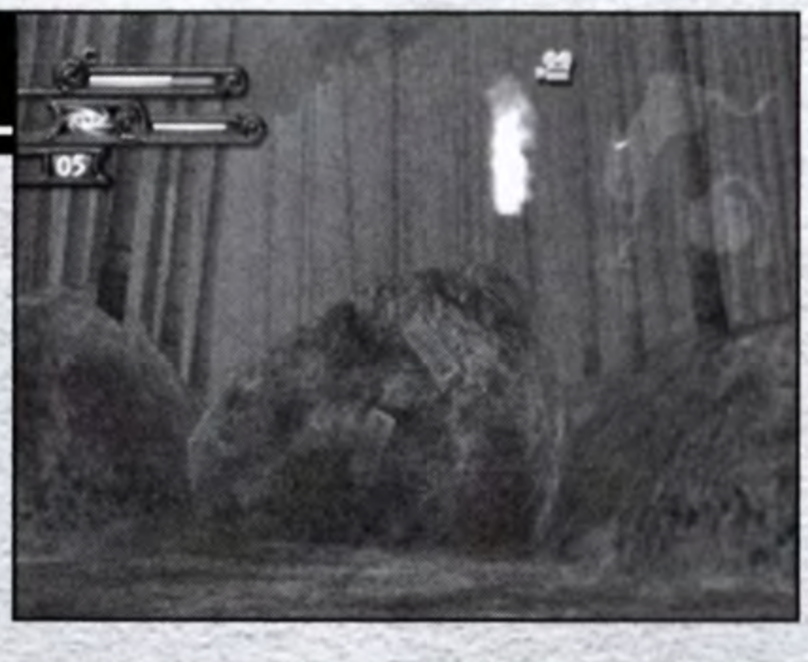
◆ GRAVE GOLEM

Enter the graveyard of Yudai Village located on the right side of your Map.

Destroy all of the tombstones in the graveyard to summon the Grave Golem.

◆ MAIMAI'ONBA

Search for a rock covered in talismans somewhere in the Ancient Bamboo Thicket.

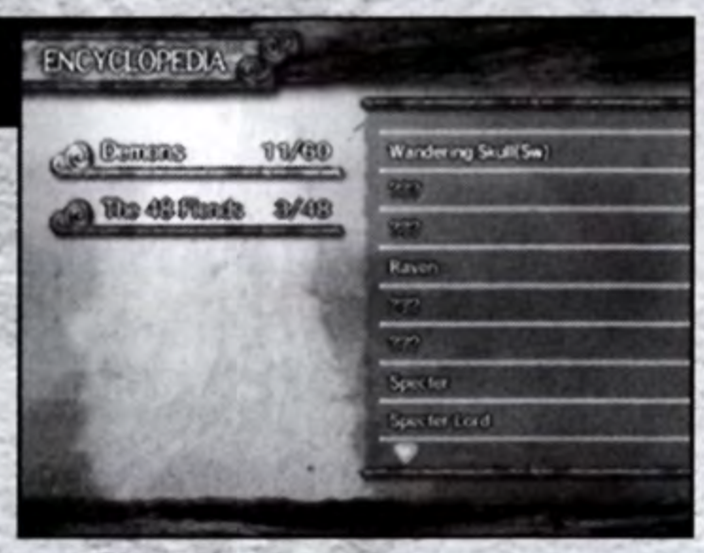


Blast the rock with Hyakki's Leg Cannon and open the secret path that leads to the Maimai'Onba – but first, you will need stronger firepower to destroy the rock that blocks the way to this Fiend.

Hey Hyakki! Did ya know that we can replay any of the Chapters you have cleared? This means we don't need to defeat all the tough Fiends in our first try. I think some of the Fiends are way too strong, and it's better to get 'em when we are ready.

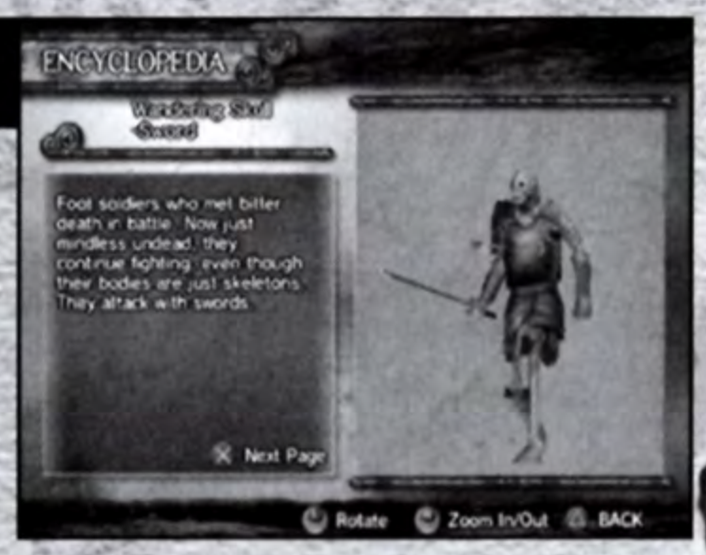
ENCYCLOPEDIA

1. SELECT MENU



View profiles of the demons and Fiends you have defeated in your game (Stroy Mode). Highlight either Demons or 48 Fiends, then use ⬆⬇ to scroll through the list of demons or Fiends.

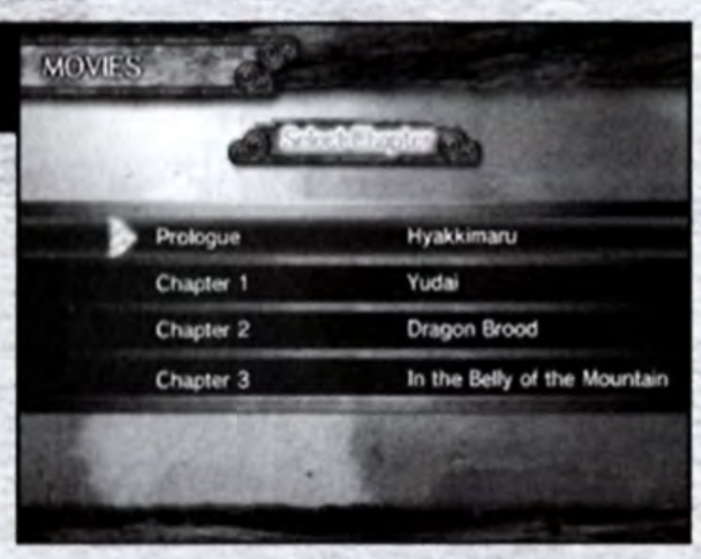
2. PROFILE SCREEN



Use the left analog stick to rotate and right analog stick to zoom in/out on each model. While viewing demon profiles, press ⊗ button to list the Items the they drop. Use △ button to return to the list of demons or Fiends.

MOVIES

1. SELECT MENU



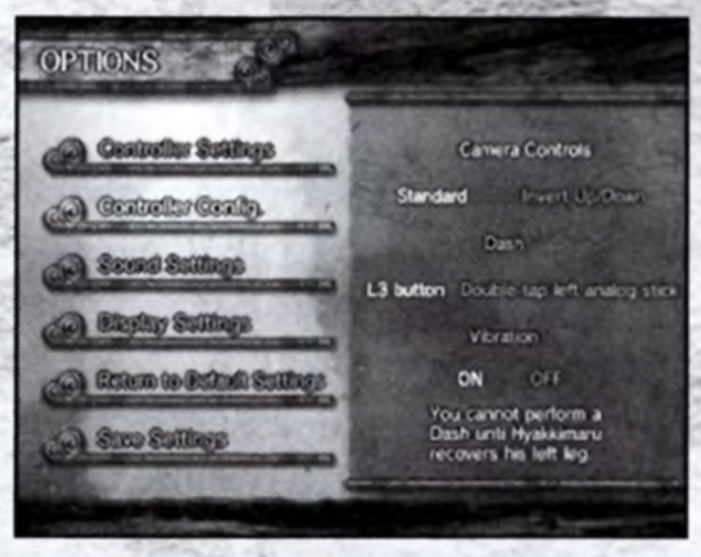
Replay any movie clips played during the progress of your game. Select a Chapter, then highlight an avaliable scene that you would like to play.

2. PAUSE SCREEN

Press the START button to pause the movie anytime during play. When the movie is paused, you may either quit and return to the Movie Select Menu or resume with your movie.

OPTIONS

Modify various settings of the game. Use the directional buttons/left analog stick to highlight the menu item and confirm, then use ⬅ ➡ to adjust each setting.



◆ CONTROLLER SETTINGS

Select from the two control types (Type A - B). View the on-screen controller chart to confirm the assigned button settings.

◆ CONTROLLER CONFIG.

Toggle the control type for camera angle - right analog stick (Standard – Invert Up/Down), Dash (L3 button – Double-tap left analog stick), and vibration feature (ON – OFF) from this option.

***Dash can be performed once Hyakkimaru recovers his left leg.**

◆ SOUND SETTINGS

Toggle the sound setting (Stereo – Monaural).

◆ DISPLAY SETTINGS

Toggle settings for the Movie Subtitles (ON – OFF) and the Enemy Health Gauges (ON – OFF).

◆ RETURN TO DEFAULT SETTINGS

Reset all settings to their default conditions.

◆ SAVE SETTINGS

Save any modifications made in the Options (YES – NO). Note that you can only save one Save Settings per memory card (8MB) (for PlayStation®2).

CREDITS

CAST

Hyakkimaru
Chris Murphy

Dororo
Bret Walter

Kagemitsu Daigo
Kevin Blackton

Tahoumaru
Kevin Miller

Saburota
Bob Brindley

Mio
Evelyn Huynh

Tanosuke / Dragon Brood / Nine-Tailed Fox
Andrew Chaikin

Misaki
Erin M. Cahill

Troll / Legion
Timothy Enos

Yudai
Christiane Crawford

Redcap
Roger Jackson

Legion
Timothy Enos

Maimai'Onba
Monica Murray

Narrator / Jyukai
Adam Harrington

CONCEPT

Original Story
Tezuka Osamu

Character Design
Samura Hiroaki

Creature Design / Storyboards (Opening Movie)
Maeda Mahiro

Production Design
Amemiya Keita

Supervision
TEZUKA PRODUCTIONS

DESIGN / CHARACTER / SUPERVISION

Producer
RED ENTERTAINMENT
Toru Kubo

Story and Design
RED ENTERTAINMENT
Haruo Chatani

Support
RED ENTERTAINMENT
Tomomi Moriyama
Atsuhiro Sato

MOVIE / MOTION CAPTURE

Executive Producer
GRIOT INC.
Masashi Sakamoto

Motion Capture
STUDIO IBUKI INC.

CG MOVIES

LINDA INC.
ANIMA INC.

STORY SEQUENCE MOTION CAPTURE

Director
Rei Abiko

Performers
Ryota Kashima
Hitomi Yokokawa
Hirofumi Yoshimura
Ryo Nishimaru
Yoshitsugu Satake
Mami Misaki
Kenji Inubushi
Ryoichi Suzuki

BACKGROUND ART

PAON CORPORATION

CREDITS

CHARACTER DESIGN

DIGITAL ZERO

MOTION PROGRAMMING

SILICON STUDIO CORPORATION

SOUND / MUSIC

Sound Director
T's MUSIC LIMITED COMPANY
Takeshi Sato

Music Composers
T's MUSIC LIMITED COMPANY
Yasutake Hatade
Shinichiro Sato
Chamy Ishi

Sound Effect
T's MUSIC LIMITED COMPANY
Tomomitsu Matsushita

Monster Voice
BLOCKBUSTER

Voice Director
T's MUSIC LIMITED COMPANY
Tomoyuki Hamada

Recording Studio
AMG STUDIO

Voice Recording
WEBTONE PRODUCTIONS
Greg Weber
Kim Weber
Steve Duell
Chritiane Pizzirani
Kevin Miller

DEVELOPMENT - SEGA

Executive Producer
Kazunari Tsukamoto
Noriyoshi Ohba

Producer
Yuji Horikawa
Takayuki Kawano

Director
Kenichi Imaeda

Lead Game Designer
Masamoto Morita

Game Designers
Kazuya Takahashi
Yasuhiro Hayashida
Yusuke Maeyama
Shinji Motoyama
Keisuke Suzuki
Naoya Sakamoto
Motona Yamashita

Lead Programmer
Tsutomu Akazawa

Movie Production Systems
Atsushi Ueno

Character Systems
Takeshi Ando

Enemy Systems
Hideaki Sekiya

Player Character Programmer
Shiro Takehara

Enemy Programmers
Hitoshi Shimokawa
Kenji Osawa
Tatsuhiro Oshii
Kinya Koshiro
Takeshi Yamaya
Kenji Furukawa
Tatsuoki Ogasawara

2D Interface
Motoyoshi Sato

Camera Systems
Katsumi Kohori
Tsutomu Matsuo

Sound Effects
Yoshinori Uyama

File System
Yasuo Iwasaki

Level Designers
Yositaka Katsume
Toshiyuki Shimizu
Takashi Iyama

Programming Supervisor
Tatsuya Watanabe

Lead Artist
Norio Ishii

CREDITS

Chief Background Artist
Hitoshi Furukubo

Background Artists
Yasuhito Kuroiwa
Hiroyuki Ichikawa
Mie Sawaki
Yoshikazu Endo
Homi Hada

Character Designers
Ryodo Tanaka
Yoshiyuki Tomatsu
Yoshihiro Nakamura
Syuhan Goya

Additional Character Artists
Hiroshi Kanazawa
Tetsuya Oguri

Chief Motion Artist
Tadashi Fujita

Motion Artists
Tadayuki Iwa
Masateru Kawasaki
Kumiko Yamada
Yosuke Harada
Hikaru Murakami

Additional Motion Artist
Akihiro Suzuki

Movie Director
Shun Miyanaga

Movie Production Assistants
Keiko Satose
Dai Nakajima
Kaori Doi
Yuko Kito

Additional Movie Assistant
Hidehiko Okubo

Chief Special Effects Artist
Masaharu Ijichi

Effects Artists
Atsushi Yamamoto
Yuriko Ohata
Miki Nakahara

Additional Effect Artists
Toshihiro Ito
Yasushi Honma
Arugo Shinohara

Chief Interface Artist
Yoshihiro Yamakawa

Interface Artist
Yutaka Shiina

Additional Interface Artists
Daisuke Tabayashi
Takashi Otsuji

Special Artist
Taku Makino

Sound Coordination
Tetsuya Kawauchi
Masanori Takeuchi

License Coordinator
Takeshi Hiratsuka
Junichiro Takahashi

Localization Support
Shinobu Shindo
Eiko Akiyama

LOCALIZATION & MARKETING - SOA

VP of Entertaiment Marketing
Scott Steinberg

Product Marketing Manager
Yosuke Moriya

Director of Product Development and Localization
Osamu Shibamiya

Localization Producer
Klayton Vorlick

Project Test Lead
Shawn Dobbins

Senior Media Manager
Teri Higgins

Build Engineer
Rick Ribble

QUALITY ASSURANCE & MANUAL DESIGN

SEGA LOGISTICS SERVICES CO., LTD. (JAPAN)

THIS LIMITED WARRANTY IS VALID FOR SEGA PRODUCTS FOR PLAY ON PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!

Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the PlayStation 2 product shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective Playtstation 2 product or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auctions sites. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site . . . . . http://www.sega.com/usa
- e-mail . . . . . support@segaamerica.com
- phone 1-800-USA-SEGA

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES AND CANADA ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Sega is registered in the U.S. Patent and Trademark Office. SEGA, the Sega logo are registered trademarks of Sega Corporation. Blood Will Tell is a trademark of TEZUKA PRODUCTIONS. Original Story: © Tezuka Productions © SEGA, 2004 Character Design: © RED. All rights reserved. This game is licensed for use with PlayStation®2 only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. Sega of America, Inc., 650 Townsend Street, Suite 650, San Francisco, CA 94103. All Rights Reserved. www.sega.com/usa Programmed in Japan. Made and printed in the USA.

DynaFont is a registered trademark of DynaLab Inc.

In a World Divided You Must Hunt the Truth

HEADHUNTER™

REDEMPTION

- Play as headhunters Jack and Leeza, each with their own abilities, state of the art weapons, and hi-tech gadgets

- Attack enemies with guns blazing or use neck-breaking stealth attacks

- Fourteen unique missions split between the glittering metropolis "Above" and the shadowy underworld "Below"

PlayStation®2

MATURE 17+

M

Blood
Mild Language
Violence

ESRB CONTENT RATING www.esrb.org

SEGA, the Sega logo and HEADHUNTER are either registered trademarks or trademarks of Sega Corporation. SEGA is registered in the U.S. Patent and Trademark Office. SEGA and the Sega logo are registered trademarks of SEGA Corporation. © SEGA Corporation, 2003. Created and developed by Amuze AB. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

AMUZE

SEGA®

sega.com/usa